

NEWSLETTER
Vol. 6 No. 1

JACG

JACG

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THE JERSEY ATARI COMPUTER GROUP

EDITORIAL

Up until now, I was content to write my monthly column "NOISE from NOYES". I invariably put it off until relatively late, but I did manage to get it written each and every month since I started back in February (seems like eons ago!). Because I was contributing regularly to the Newsletter, I took more than just a reader's only view of it, not from a critical point of view, but from genuine interest. If a singular observation (and probably most unfairly) could be made by me; it would be that the JACG has a publication of the highest quality, notwithstanding the fact that an incredibly minute portion of the membership contributes to it! We ALL have something to contribute. Be we rank beginners or advanced professionals, we all have OUR ATARI experience. Whether it be a review (I'm sure we all have hardware and software), an anecdote (a funny thing happened to me on the way to Gemini...), or the product of one's ATARI labors (the Koala Pad'll make an artist of me yet!), it's YOUR newsletter, and it will be as good as YOU make it.

As far as format---if it's in English, I can handle it. I've taken files in Atariwriter, Atariwriter Plus, Paperclip, Speedscript, and even DOS. (I, of course, eventually get them into Atariwriter). Last month I typed-in an article from another newsletter (yes, there's some good "stuff" out there, and when it surfaces, it'll show up in our newsletter [with proper credits, of course]). I'll even take contributions on the back of a napkin, if need be! So you see, there is really no reason to keep your talents, knowledge, or experiences suppressed anymore.

CONTRIBUTE
TO
THE
NEWSLETTER

D. G. Noyes

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MARK YOUR CALENDARS ! !

JACG Meeting Schedule

October 11, 1986*

*SEE ARTICLE ON PAGE 2





534-6349

JACG HOTLINE

534-6349



JACG MEETING SCHEDULE

As work at the Bell Labs, Auditorium in Murray Hill is, as yet, incomplete, please call the JACG Hotline (201-534-6349) anytime from Thursday, October 9, 1986 (but prior [of course] to Saturday meeting, October 11, 1986) in order to determine the meeting location.

ed.

This is your newsletter,

Please contribute to it!

***** FLEA MARKET RULES *****

In order to clarify the intention of the Executive Committee in sanctioning the use of the BTL lobby before and after monthly meetings for use as a member flea market we publish the following rules:

1. All flea market sellers must be current JACG members.
2. Space is provided on a first-come, first-served basis.
3. Only ORIGINAL programs with ORIGINAL documentation may be sold in the area of software.
4. Hardware of any type may be sold normally without constraint. The Executive Committee reserves the right, however, to limit the physical size and space consumed by such hardware.
5. Flea market business will be conducted only in the lobby and ONLY when the meeting is not in session in the auditorium.
6. The Executive Committee reserves the right to deny or suspend the privilege of flea market usage to any person, member or not, for infraction of these operating rules.

JACG Membership

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are \$20.00 per year (\$30.00 per year international: Mexico and Canada \$20.00) and entitle the member to: 1) Receive the monthly newsletter; 2) Purchase programs from the group's extensive tape and disk libraries at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; 10) Access the JACG nationally famous Bulletin Board; and 11) Have a lot of fun.

Newsletters are sent third class mail. If you want first class mailing include an extra \$6.00 with your basic dues.

If all of this sounds good to you send a check or money order, payable to JACG, to:

Joseph Kennedy, Membership Chairman
126 Jupiter Street
Clark, NJ 07066

NEW TO THE ATARI?

NEED A LITTLE HELP?

PRESS CTRL-CLEAR

SYSTEM RESET TO REBOOT

BOOT
ERRATA...

##%&#!

SET OPTIONS NOW

MAYBE A JACG
BIG BROTHER CAN HELP

GIVE US A CALL
201-469-6190

THE VIEW FROM WHITE HOUSE.

The Presidents' message.

by Bill Martin

HOT LINE TO THE PRESIDENT
(201) 534-6349

Someone asked me at the last meeting how I get all these great volunteers! It's really easy when you know the secret. Both Art Leyenberger and Dick Kushner had trouble and if you think about it you can figure it out for yourself. No offense, but they were too good! That's right, everyone becomes intimidated if the "up front" act is a tough one. It's better if everybody thinks that they can do a better job. It also helps being cute too!

Without skipping a heart beat, Dave Noyes stepped in to fill the role of News Letter Editor. Thank's Dave! You are following a tough act here, but I'm also sure that you will do a great job!

Along with each bit of good news come's some bad news; that in the form of Scott Brause's resignation as Vice President. Scott has a new hobby these days that has given him an "uplifting" experience. Yup! Scott is off to wrong bros. aviation in Florida, where he will learn how to fly. Actually, Scott has already learned how to fly. Now he's going for his commercial pilot's rating. He was running around at the meeting telling everyone that it was really some expensive school that operates jets, but I know different, (he,he,he). Best of luck in your new endeavor, Scott. Scott did say that he would remain active until said time of his departure. He's given the club a lot of years of service and a lot of innovation on our BBS. He deserves a **BIG, THANK YOU!** One little problem though. Before he left, Scott announced that the board was permanently down since the hard disk was hit by lightning again. Exactly one year to the day of our last hit. Oh well! Now, since Scott has resigned, I have named Joe Kennedy, Membership Chairman, to the position of Vice President. Joe handles membership and has been handling the job of Program Director in Jerry's absence. I can think of no one that deserves the title more. These are both big jobs and I personally thank him for spirit he has exhibited in taking on so many tasks. It's appreciated.

As for the BBS? Well, I had two volunteer's for that job. The nod went to Scott Jacques who can commit the time, has the enthusiasm, and best of all, knows Scott Brause's BBBS. Beside I told him, we only have to change part of the name of the BBS operator.

As soon as one fire is put out, another crops up. A little bird told me that Jerry Frese has taken a new position which will

require him to move to Washington, DC. The rumor was confirmed by Jerry himself just today, so I am naming Tom Pluck to the position of Program Director. We're sorry that you are leaving Jerry. You've been a big help to me over the months. Especially when I wasn't feeling to well. If your replacement can do half your job, I'll be happy.

If that's not enough, Chuck Silverstein has asked that we find a replacement for his position of Advertising Director. Hey!, I don't make this stuff up! It sounds like daytime T.V., The Young and the Restless (?). Who say's that the president's job is an easy one? One more thing. We need a volunteer to keep notes on the meetings for the newsletter. Joe Kennedy did it for years and it was picked up by Dave Noyes but these guy's have moved on to executive status and we need a replacement. Please?

Special note to Donald Forbes. The President, (read me) wears brown shoes with blue suits! Why I even wear beige trousers with a blue blazer and (horror of horror's), blue shirts with brown suits! This is 1986, not 1956... "Black shoes with blue suits,... indeed!

Wonder of wonders, the club membership brochure is ready. Shree delivered them to the August meeting and I've been printing out the address labels, information labels (due's are \$20.00 per year. \$6.00 additional for first class mailing, etc.) and directions to the September meeting. My thanks to everyone who had a hand in the production. Leave a message on the club phone if you need a supply for a local dealer and I'll get them in the mail to you. I was thinking that if every member signed up just one more person... .

With all that has been going on the past month, our incorporation has taken a back seat. Member Richard Semel has the completed document and I gave it to Dave Noyes to get printed on a letter quality laser printer.

MEMO to the new President of the JACG.
You will quickly discover that you NEED everything yesterday and will find that it may get done next month. Do not panic! This is normal.

A new disk based magazine for 8 bit Atari's is being published. It includes 3 double sided, high quality disks per issue. The New Aladdin will be published 6 times annually at a rate of \$79.00 per year. An official (factory) demo is being set up for the October meeting. ...and speaking about the October meeting, it's next month and it means that nominations will be open for club officers. Now's your chance to throw out all these ineffective malcontent's that I've appointed and even the one's that you yourself have elected, by mistake, (of course). Show your wrath! Come on out to nominate and vote for someone like yourself. You may even be able to partake of the millions of dollars worth of free Atari

stuff and trips that are given away each year.

Name the Newsletter Contest. It was suggested at the last meeting that we name the newsletter since it doesn't officially have one. A few of us were thinking of something that would stand as a monument to the memory of Frank Pazel. I know it sounds corn'y but maybe something like, "Frankly Speaking". If you have a suggestion, give me a call on the Hot Line. So far the reaction has been to leave well enough alone, which I will do if I don't get any response.

SUMMARY of JACG employment opportunity's.

Advertising Director.
Meeting minutes writer.
A leader for the ST SIG.
President.

Speaking of employment opportunity's, there is a JACG executive officer who is looking to make a mid-life change in his career field. Anyone need a media specialist who can qualify for EEO?

See you at Bell Labs next month!

NAMES-NAMES-NAMES

by Joe Kennedy

The JACG newsletter is a magnificent example of what can be produced by people with a common interest, working together. The newsletter was started on the path to excellence by Dick Kushner at the very beginning of the JACG. Dick was followed as editor, with the beginning of volume #2, by Art Leyenberger. Art took the newsletter another step higher with items that were widely copied by other newsletters throughout the country. Art was followed as editor by Frank Pazel with Volume #3 Issue #3. Simply stated, Frank managed to take the level of excellence established by Dick and Art to a level unequalled by any single club newsletter in the country.

We all know of Frank's dedication to the JACG. I think now is the time that we should honor this dedication by naming the JACG Newsletter for him. The title

TO:

T H E E N T I R E M E M B E R S H I P

J. A. C. G.

August 6, 1986

Dear Friends,

Your many kind expressions of sympathy have helped sustain us through the tragic loss of our dear one, Frank Pazel.

Frank prized his association with each of you and devoted his diminishing energies and final hours on earth to J.A.C.G. The newsletter was a source of great pride to him and he would be pleased to know that you will continue that effort.

Though none of us know for certain where Frank is spending eternity, isn't it likely that he has the place pretty well computerized by now?

Bless you all.

Sincerely,



Marcia, Tom, Tim and Peggy Pazel

Frankly Speaking

would say volumes about the newsletter and the man it would be named for. Neither the JACB nor Frank Pazel have ever been accused of not speaking their mind openly, honestly, and yes, frankly. Here is an opportunity to gain a title for our newsletter, and honor someone who is most deserving of any honor that can be bestowed. So I would like to suggest that all members speak up at the next meeting in favor of the name suggested by President Bill Martin to honor Frank Pazel, and at the same time finally name our newsletter - Frankly Speaking!

Thank you.

THE HARD FACTS

by Corey Weiss

It's been a long month and I've had nothing but hardware problems! (Scott too!). First, I had a little trouble getting my printer buffer running, but I hope to buzz out the entire board and check the chips before the Atari Safari, so I can demo it. Second, I sent my uncle (in FLA) my trusty old 800, just in time for my cat to vomit on the key board of my XL (\$#@%!). In order to do this column I had to do quite a bit of troubleshooting, and the select key still won't work (more on this later). Also, I built an interesting Radon reducing circuit for a friend who just built his own house. Lastly, I have moved. I still invite all JACB members to call me to ask any hardware related questions (ie. repair) or just to suggest what you would like to see discussed every month in this column. You may call me at 201-819-9716 (new #).

Repairing my XL proved to be time consuming. I found my XL, cleaned it off and then made a huge mistake. I sprayed a little contact cleaner and lubricating spray in between the keys. When I tried to boot up I found more than half my key board dead. After I opened up my XL I found that the contact spray dissolved the flimsy traces on the clear mylar which is used as a jumper to the keyboard. Wire jumpers are easier to repair than flimsy mylar jumpers (but it's cheaper, right Jack?).

Fortunately, I've done countless numbers of repairs and I knew just what to do. First, I buzzed out the traces with a continuity tester so as to locate the bad connections. Next, I pulled out a bottle of quick grid repair resin. This metal laced paint is used for repairing the defrosters on auto windows. With a triple zero brush I repainted the missing traces, retested, and put it all together. It really worked!

Next month, more on the Z-80 based printer buffer. Happy hacking!

**Happiness through
Hardware!!**

HOW TO PICK A TIE

by Donald Forbes -- JACB

Know how to pick a tie? Want a computer to help you? Here is the answer:

```
attachments:
  rationale %
attributes:
ties (smlt):
  necktie,
  bowtie,
  stringtie,
  inappropriate.
lifestyle (smlt):
  laidback,
  socially active.
profession (smlt):
  businessman,
  professor,
  senator.
geographic location (smlt):
  west,
  other
%
rules:
notice
  if lifestyle = laidback
  & geographic location = west
  then ties = inappropriate.
bow
  if profession = professor
  & lifestyle = socially active
  then ties = bowtie.
string
  [rationale: "This is dictated
  by Congressional Order S-1."]
  if geographic location = west
  & profession = senator
  then ties = stringtie.
neck or bow
  if profession = businessman
  & lifestyle = socially active
  then ties = necktie
  & ties = bowtie
%
actions:
  message "This is a consultant
  "for tie type selection.".
  obtain ties.
  if ties = unknown,
  then message "A recommendation
  "cannot be made based on the"
  "information provided."
  endif.
  if ties = inappropriate,
  then message "A tie is not"
  "appropriate for the person"
  "described."
  endif.
  if ties = necktie,
  / ties = bowtie
  / ties = stringtie
  then message "The recommended"
  "tie type is: ",
  display value (ties)
  endif
%
```

If this advice seems somewhat unusual, do not despair. For many people this may be their first introduction to artificial

intelligence and the language of expert systems. One day this may be the first language taught in the schools.

The first computer languages were devoted to number crunching. The next major task assigned to computers was word processing. Nowadays it appears that list processing will become a primary computer responsibility.

The world is changing more rapidly than we care to admit. And those who fail to adapt will be left far behind.

The newest magazine on the newstands is called *AI Expert: The Magazine for the Artificial Intelligence Community*, launched with "great excitement and anticipation...AI is a...new perspective on applications and systems development... Much of this first issue focuses on microcomputer AI topics."

Here is how president Larry Geisel of the Carnegie Group sums up the situation:

"The kinds of problems the technology originally set out to solve...requires expert human reasoning, a rare commodity (that) is expensive, and because it is expensive, the supply is never adequate.

"Expert systems suggest a solution to a pressing national problem: how to make American industry more productive... to compete for international markets... These systems provide skills that do not exist in the current marketplace... They are literally invaluable...

"Government projections indicate the U.S. will be one million programmers short by 1990... The number of experienced AI scientists falls far short of current demand... AI tools enable programmers to tackle expert system applications without having to reinvent the wheel...

"In the near future, systems will appear in the form of problem-solving shells for programmers who do not have an indepth knowledge of AI... Knowledge engineering offers tremendous promise -- not only in terms of career gains for individual workers, but also in regard to problems confronting the economy as a whole... The year 2000 will be tremendously exciting."

A programmer thrust for the first time into the AI maelstrom needs a few pointers to keep his bearings.

First of all he must recognize that AI gurus talk a different language. The language came out of academia and bears little resemblance to the dog-eat-dog world of commercial programming.

For example, AI experts create rule systems based on IF-THEN-ELSE questions. They call them "production systems." Why not say "rule-system" instead of "production system?" Most of the literature in expert systems uses "production system" to acknowledge a pioneering article written in 1943 by Emil Leon Post (he tackled the 'word problem' in algebraic group theory in 1947), which describes "productions" as a general computing procedure.

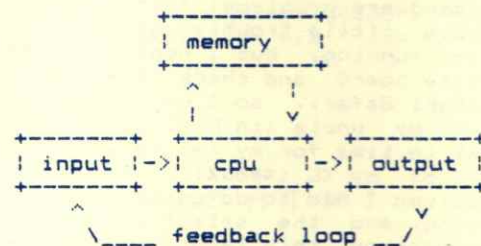
Here are some of the terminological differences:

- | | |
|--------------|---------------------------|
| 1. data base | knowledge base |
| data scheme | frames (generic concepts) |
| data | frame instances |

data dependen-	procedural
cies	attachments, rules
data retrieval	inference
2. program	plan
writing & debug	planning
running	executing
runtime debug	repairing the plan
3. prgmg lang.	expert system shell
statement,	rule (primitive
operator	action)
instructn set	rule base
interpreter	inference engine

Another confusing difference arises from the fact that a conventional programmer must spell out the HOW as well as the WHAT of a programming job. The AI programmer, on the other hand, seeks to spell out the WHAT and leave the HOW to the program itself.

Some of the fundamentals remain, but surface in different guises. For example, any computer (or cybernetic system) has the following major components. The feedback loop acts as a governor and insures that the system does not oscillate out of control.



Knowledge or expert systems in AI follow much the same architecture. However, the cpu is now replaced by the so-called "inference engine" which contains the IF-THEN-ELSE rules. Memory, in turn, is replaced by the knowledge base which contains the skills of the human expert.

There are six parts to an expert system: (1) input, (2) output, (3) user interface, (4) inference engine, (5) parser, and (6) the knowledge base. The feedback loop acts as an intermediary between the input part and the output part. The input part handles (1) user commands and (2) user responses to questions from the expert system. The output part handles (1) responses to user commands, (2) useful hints to the user, and (3) questions to get information from the user about problems or goals.

The user interface (item 3) dresses up the output to appear user-friendly. The parser (item 6) simplifies the whole process of building the knowledge base and also checks for errors.

Data base management systems (DBMS) and knowledge base management systems (KBMS) also partake of some similarities as well as some differences. In a DBMS, for example, only data that is physically stored in the data base can be retrieved. In a KBMS, however, both physically stored knowledge and knowledge that can be inferred (perhaps logically) from physically stored knowledge can be retrieved.

The most exciting feature of the whole picture is that anyone with access to the PCs that sit on most business desks can now begin to teach themselves the fundamentals of AI programming.

Borland opened the door with Turbo PROLOG which sells at a discount price of less than \$60, compared with \$495 for larger systems such as Arity/PROLOG v.4.0 and Expert Systems International's PROLOG-2 which goes for almost \$2,000.

Now Ashton-Tate, famous for Framework and dBase III, offers for \$30 a book with diskette entitled "Building Your First Expert System" by Tom Nagy, Dick Gault and Monica Nagy.

The expert systems you can build are rather restricted. (The Tie Consultant was a small example.) You are limited, for example, to 20 attributes, rules, and commands in the action section; and to 10 user-defined attachments, words in a name, and characters in a name.

The real interest of the package lies in the credentials of the authors, and the fact that they demonstrate a subset of a much larger commercial system. Dr. Tom Nagy is an associate professor of expert systems in the management science department at George Washington university. Dick Gault, MBA, teaches expert systems and AI at the Defense Intelligence College. Monica Nagy is a freelance LISP programmer.

They point out: "Until recently, building an expert system required lots of time and money. You had to learn an esoteric language like LISP or PROLOG and buy or beg time on a powerful mainframe or super minicomputer like a VAX. Now, by using an ordinary PC or compatible with PC-DOS, one or two floppy disk drives, and 128K of main memory, you can build a prototype expert system in a few hours. Your system will act much as a human expert would to help people solve problems. And besides teaching you to build modest, quality expert systems quickly, we also teach the key ideas of expert systems along the way."

Jack Tramiel this spring at the opening of the Hannover Fair in West Germany exhibited his IBM PC compatibility box for his 520ST and 1040ST computers, with its own 8088 8-bit chip and a slot for an 8087 math coprocessor, and 512K bytes of RAM. This box will be the first step on the road to convert the Atari into an AI computer.

PDG

by Joseph S. Kennedy

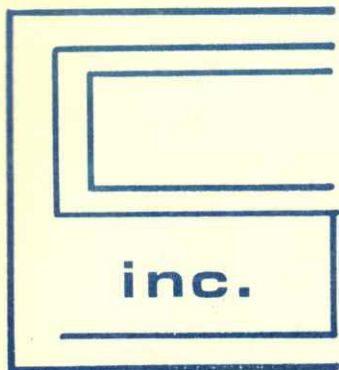
Let's go from the old to the new. For the past couple of months we have been looking at some the older programs in the disk library. This month I planned to present the disk documentation that we received from Micheal Schuetz with the Turbo BASIC program from Happy Computing magazine. Just before I started this article I came across an article in Pokey, the Western New York Atari Users' Group newsletter, by Dave and Laura Yearke which covered most of the information we have and a few points we didn't. What I have done in essence is to retype their article adding the information which they didn't have for theirs. I just want to say thanks to Dave and Laura for sharing their work with the Atari world.

TURBO BASIC COMMANDS

Name	Syntax	Description
<u>Disk I/O</u>		
BLOAD	BLOAD"D:name"	Loads a binary file (DOS L with /N)
BRUN	BRUN"D:name"	Binary load and run file (DOS L)
DELETE	DELETE"D:name"	Delete file name (DOS D)
DIR	DIR	Disk directory (DOS A)
	DIR"Dns:*.%"	Directory drive n with legal wildcards
LOCK	LOCK"D:name"	Lock file name (DOS F)
RENAME	RENAME"D:old,new"	Rename a file (DOS E)
UNLOCK	UNLOCK"D:name"	Unlock a file (DOS G)
<u>GRAPHICS</u>		
CIRCLE	CIRCLE x,y,r	Draws a circle of radius r at center x,y
	CIRCLE x,y,r,r2 centered at x,y	Draws ellipse
CLS	CLS	Clears screen
	CLS #6	Clears screen on channel #6
FILLTO	FILLTO x,y	Fill command
FCOLOR	Fcolor n	Determines fill color
PAINT	PAINT x,y	Another fill this fills closed object around x,y
TEXT	TEXT x,y,a\$	This writes a\$ on a graphics screen at x,y
<u>MEMORY</u>		
DPOKE	DPOKE n,v	Pokes locations n & n+1 with 2 byte int. v
DPEEK	DPEEK(n)	Peeks n & n+1
MOVE	MOVE n,n1,n2	Block transfers n2 bytes from n to n1
-MOVE	-MOVE n,n1,n2	Same as MOVE but starts copy with last byte of block
BPUT	BPUT #n,adr,len	Block PUT
BGET	BGET #n,adr,len	Block GET
TIME	TIME	Time of day numeric
TIME\$	TIME\$	Time of day string HHMMSS
TIME\$=	TIME\$=hh,mm,ss	Used to set
INKEY\$	INKEY\$	Returns last character typed

INSTR	INSTR(x\$,a\$)	Gives relative location of a\$ in x\$ (must be an exact match)	DSOUND	DSOUND n,f,d,v	SOUND with channel pairing for increased frequency range
	INSTR(x\$,a\$,i)	i identifies the start of the search		DSOUND	Turns off DSOUND
UINSTR	UINSTR(x\$,a\$)	As INSTR but does not distinguish between case or inverse	GO TO	GO TO n	Alternate to GOTO
	UINSTR(x\$,a\$,i)	Identifies start	*F+	*F+	This command checks all FOR/NEXT loops to see if counter has been reached.
ERR	ERR	Value of last error number			if it has the loop won't be executed
ERL	ERL	Line last error occurred at		*F-	Deactivates mode
%PUT	%PUT	With %GET reads and stores numbers to disk faster and more compactly	*B+	*B+	When break key hit after this command program acts as if an error occurred
%GET	%GET	Used with %PUT		*B-	Deactivates *B+
PROGRAMMING			--	--	REM statement that inserts 30 dashes in listing
REPEAT	REPEAT	Start a REPEAT-UNTIL loop	#	# name	Assigns current line # to name
UNTIL	UNTIL (c)	Terminate when c is met.	GO#	GO# name	Similar to GOTO
WHILE	WHILE (c)	Start a WHILE-WEND loop to end when c is met	PROC	PROC name	Start definition of procedure
WEND	WEND	Terminate a WHILE-WEND loop	ENDPROC	ENDPROC	Ends procedure definition
ELSE	ELSE	Optional extension for IF. IF must not be followed by THEN	EXEC	EXEC name	Execute
ENDIF	ENDIF	ENDS an	CLOSE	CLOSE	name. Close channels 1 through 7
IF-ELSE-THEN			DIM	DIM a(n)	Automatically assigns zeros to all elements of a numeric array or null characters to a string
DO	DO	Starts an infinite DO			At key press assigns the value to name
loop			GET	GET name	Prints text at prompt before asking for variables
LOOP	LOOP	Cycle back to the start of a DO loop		INPUT "text";x,y	as above but does not print question mark
EXIT	EXIT	Exit a DO loop			
LIST	LIST	Gives indented lines in listing	INPUT	INPUT "text",x,y	
	LIST n	Lists program from line n on			
*L-	*L-	Turns off indent		INPUT "text";x,y	
*L+	*L+	Turns indent on	ON	ON a EXEC n1,n2,..	Similar to ON..GOSUB but for procedures
PAUSE	PAUSE	Pause for n/50 seconds		ON a GO# n1,n2,..	Similar to ON..GOTO but line labels are used
RENUM	RENUM n,j,i	Renumber the program from n first number j increment is i	POP	POP	This command pops the routine for all four types of loops
DEL	DEL n,i	Delete lines n to i	PUT	PUT n	Same as PRINT CHR\$(n)
DUMP	DUMP	Lists all variables on screen			
	DUMP name	Dump to a device			
TRACE	TRACE	Trace program during execution			
	TRACE-	Trace off.			

cont. on pg. 10



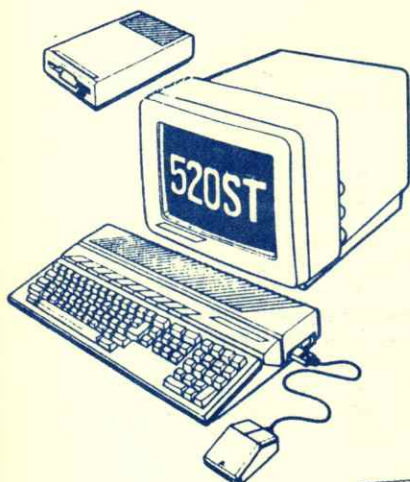
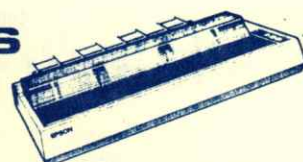
COMPUTER SYSTEMS CONSULTANTS, INC.

Box 873, 897 U.S. RT. 130
Hightstown, N.J. 08520
(609) 448-8888/9

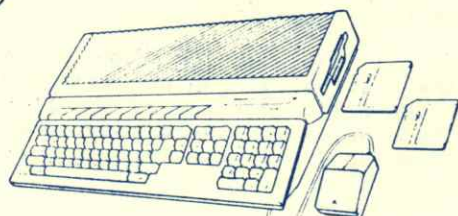
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cont. from pg. 7

RESTORE	RESTORE #name	Restores the data line indicated by label name
SOUND	SOUND	Turns off all sounds
TRAP	TRAP #name	TRAPS to the line named by label
ARITHMETIC/LOGIC		
RND	RND	Parentheses are no longer needed but still works if they are there
RAND	RAND(n)	Yields random number 0-n
HEX\$	HEX\$(n)	Converts n to hex string
DEC	DEC(a\$)	Converts hex string a\$ to decimal
DIV	n DIV i	Integer quotient of n/i
MOD	n MOD i	Integer remainder of n/i
FRAC	FRAC(a)	Fractional

TRUNC	TRUNC(a)	part of a Truncates Fractional
\$	\$nnnn	part of a Allows input of hex numbers but they are converted to decimal
&	n & i	8-bit boolean AND
!	n ! i	8-bit boolean OR
EXOR	n EXOR i	8-bit boolean exclusive-OR

NOTES

- The time functions are written for the European standard 50Hz thus do not return the proper time here.
- To print a quote mark (") in a text string simply print a double quote in the string.
- TURBO-BASIC returns error numbers as well as English descriptions. There are several new error messages added. They are as follows:
 - #13 - ?FOR - A FOR statement is missing
 - #15 - ?DEL - Either the RETURN for a GOSUB or the NEXT for a FOR or the REPEAT for an UNTIL statement has been deleted
 - #16 - ?GOSUB - A GOSUB statement is missing
 - #22 - ?NEST - Loops not properly nested
 - #23 - ?WHILE - A WEND with no corresponding WHILE
 - #24 - ?REPEAT - An UNTIL with no corresponding REPEAT
 - #25 - ?DO - A LOOP with no corresponding DO
 - #26 - ?EXIT - An EXIT was placed outside a LOOP
 - #27 - ?XPROC - An error occurred executing PROCEDURE
 - #28 - ?EXEC - An ENDPROC with no corresponding EXEC
 - #29 - ?PROC - PROCEDURE does not exist
 - #30 - ?# - Label does not exist

This is a fairly complete description of the commands within TURBO-BASIC which are different from ATARI BASIC. TURBO-BASIC seems to run all ATARI BASIC programs but the timing in loops can be different. All-in-all this is a fantastic BASIC that should rapidly become the standard BASIC for the 8-bit Atari's and its priced right. Again I would like to acknowledge the very large input to this article from the Yearke's article. TURBO-BASIC should be available from the disk library before the September meeting.

I have just come into possession of the original German documentation for TURBO-BASIC; for any of you linguists out there who would like a copy, please let me know and I will see that you get a copy.

Modifications To The JACG Print Shop Utility For The CTI Printer

by Bruce D. Kolber - JACG

The following change will eliminate the gap in the printed graphics while using Tom Pazel's excellent Print Shop Utility on CTI printers.

Change line 1080 and add line 1081 as a reminder of previous setting for line spacing. Make this change to the EPSON version.

1080 PUT 01,27:PUT 01,51:PUT 01,21:REM 21/216 (14/144) INCH SPACING FOR cti PRINTER
1081 REM SET TO 24/216 (16/144) FOR Epson PRINTER

The following changes may be included in all versions if desired (they are not printer specific).

Add line 581 to display "sorting" message for a longer period when loading a disk with only a few graphics on it.

581 FOR DELAY=1 TO 150:NEXT DELAY

Change lines 380,390,400,410 to make it a little easier to pick the correct function.

380 POSITION 6,8: "1. Print List of Graphics"
390 POSITION 6,10: "2. Rename Graphic"
400 POSITION 6,12: "3. Print Graphics and Titles"
410 POSITION 6,14: "4. Display Graphic and Title"

Change lines 1890 and 1900 to enable DMA (Direct Memory Access). The change in the sequence of commands will correct the condition of the POKE to address 559 being prematurely reset by the GRAPHICS 8 call. This change will eliminate the slight "flash" on the screen when loading screen graphics.

1890 80SUB 500:GRAPHICS 8:POKE 559,0:POKE 54272,0
1900 SCR=PEEK(88)+256:PEEK(89)+2414:
POKE 709,0:POKE 710,10:POKE 712,10:POKE 708,9816+6

ENJOY!

cont. from pg. 15

If you buy software there, save your receipts-- once you have \$100 in receipts, you get a Preferred Customer Card. This Card entitles you to 20% off a software title once per month. Which, if you're a heavy buyer, amounts to a lot!

All who work there are helpful-- once they helped me to figure out how to hook up my SG-10 printer, which was pulling the paper backwards! (Boy, am I an idiot when it comes to hardware manuals!)

Well, I told them about this article, and they inferred something about giving discounts to JACG members, but made no promises...No hints Mr Bill Martin, but discounts on their advertising in the newsletter would ease their decision to the desired result

Try 'em out. You just might like The Program Store. This is Pluck Rogers signing off.

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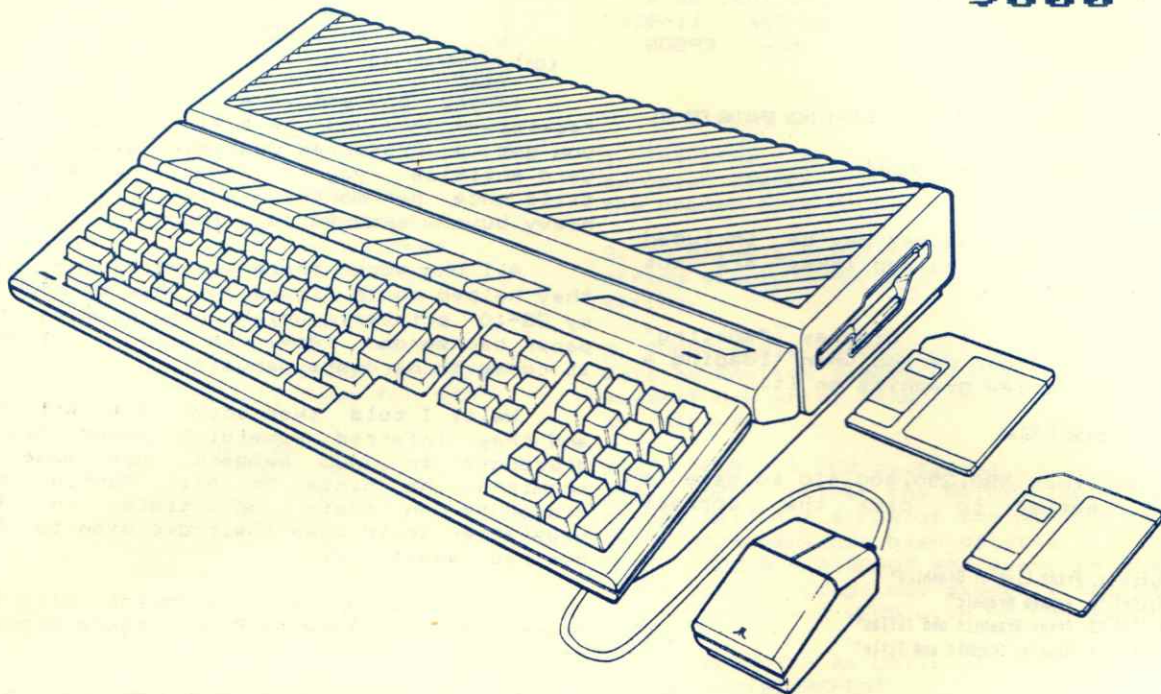
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MBA Artificial Intelligence

by Donald Forbes -- JACG

The history books will long remember the Indianapolis 500-mile Speedway race, traditionally associated with Memorial Weekend.

Not because the winner, for the first time, made it in less than three hours (500 divided by three is almost 167) at an average speed of more than 170 miles an hour.

Not because it was the closest finish in history. The winner beat number two by 1.4 seconds and number three by 1.8 seconds.

Here is the real reason the race made history. The name "Symbolics" painted on the front of the winning car signalled the entry of artificial intelligence into the race. Symbolics Inc. of Concord Mass. teamed up with the racers to put a computer in the pit area and another in the winning car during the practice runs last April.

Sixteen sensors in the car measured rpms, suspension movement of each wheel, which gear was engaged and when the shifting took place, as well as six measurements of the front and rear aerodynamics, capturing data 20 times a second. The software application uses LISP, one of the leading artificial intelligence languages, with heavy reliance on color graphics. As the experts put it: "Any better understanding of the car's performance translates directly into the competitive edge."

Next year, according to reporter Bill Dooley of MISWeek, you can expect that during the actual race the driver will have a computer as a copilot.

Artificial intelligence has gone commercial in the last five years. Auto racing is one of the more spectacular applications. But the real money is in business applications.

If you are a recent Ph. D. graduate from one of the top AI schools (MIT, Stanford, or Carnegie-Mellon) you can expect to make from \$55,000 to \$60,000 a year. The demand is for builders of expert systems, and the nation's fifty-or-so gurus in this field are busily at work. The demand is for expert systems,

rather than in other areas of artificial intelligence, such as: experts in natural language, speech input/output, vision systems, automatic theorem proving, automatic programming, and supercomputers.

The real invasion is in the PC software that is showing up on the desks of more and more business managers. What is interesting is that the business managers do not realize that artificial intelligence is being used to help them with their tasks: they want software that is user-friendly and don't care how it is done.

One extreme example is Mindreader, a wordprocessor for businessmen who hate to type, and who find that most of their correspondence is taken up by stock phrases than can be stored in a computer.

Niccolo Machiavelli carved his own undying reputation as the supreme realist, and you wonder whether Kalman Toth, the Hungarian programmer who invented Mindreader, might have been one of his pupils. Did you know that about 130 English words account for about half of typical business writing? Did you know that about 95 per cent of typical business writing requires little more than 2,500 words? Furthermore, most businessmen cannot type. And most of the rest are hunt-and-peck artists who cannot reach 40 words per minute. So why not develop a wordprocessor just for them!

Mindreader does just that. The menu is modeled after the set of buttons on a Coke machine (what you see is what you get). The menu consists of a set of lines along the top and bottom of the screen.

Push the Roldex key and your address file shows up on the screen. Pick a name and hit a couple of keys and you have the beginning of a letter with date and address that starts off with "My dear Sam:" You type "I am in" and the wordprocessor instantly displays suggested words: interested, informed, inquiring, indebted... and lets you make a choice with one key press. The words are offered in the most probable order, depending on what you chose in the past. You can also add your own vocabulary, depending on whether you are an architect or osteopath or zoologist or in the real estate or snake oil business.

This wordprocessor with its less-is-more philosophy (in compiled BASIC and assembler) would drive a competent typist up the wall. But then a professional secretary uses a professional wordprocessor. At a much more professional price than a money-saving \$65.

One popular database package is called Q&A to suggest that it can provide answers to your questions. The critical part of the software is programmed in LISP, the leading AI language. Hence author Dr. Gary Hendrix can claim that "there isn't another database that gives you the extra help Q&A does, because no other database uses 'natural language processing,' an advanced artificial intelligence technology, in such a practical way."

As a result, you can ask a question in plain English ("Show me the houses that have monthly rent between \$800 and \$1200, listed by rent and by bedrooms") and the software will translate your query into a program that will pull the data from the disk. If your request is ambiguous or unclear, the software asks for a clarification. You can define your own synonyms: 'gimme' or 'I want' can replace words like find, seek, select, or retrieve.

PARADOX is one of the new relational database packages that is beginning to crowd dBase III, the leader. This program is not marketed as an artificial intelligence or knowledge system, but uses artificial intelligence techniques to control a hidden agenda. Using this approach, the package can easily be used by someone without database,

programming or knowledge engineering experience to solve retrieval problems. The user defines the problem by imitating given examples, and PARADOX then uses heuristics to write its own procedure to solve the problem.

The program was written in the C language by Richard Shostack and Robert Schwartz, who have been for ten years at the Stanford Research Institute. "We brought to the personal computer a significant new technology that does much of the thinking for you. Known in artificial intelligence circles as machine reasoning, this technology represents a major breakthrough in database power. At the heart of PARADOX is a 'heuristic query optimizer' and a 'program synthesizer.' You just let PARADOX know what you want, and PARADOX seeks the

best and fastest path to your answer."

Javelin is a high-powered spreadsheet package ("Javelin is to Lotus 1-2-3 what 1-2-3 was to Visicalc") written in the C language which makes clever use of artificial intelligence techniques to take care of some of the tedious data entry: once a variable name is typed, it never needs to be retyped. Enter "jan86" and Javelin spells out "January 1986" and then press the return key to get "February 1986" and so on.

A decade ago Dan Bricklin made history, and a fortune for himself, with Visicalc. The story goes that Visicalc sold more Apples than Apple sold Visicalc. Today spreadsheets are still the rage. Lotus 1-2-3 is still the biggest seller, although the military will not buy it because it is copy protected. Why does that make a difference?

The organizers of the Liberty Weekend fireworks found that "the manipulations and paperwork can be terrific" when they tried to make sure that each burst appeared in the sky at the right moment. For the past year they have been working on a computerized solution. They began with a COBOL program which they then linked to a dBase III database manager (to record the inventory) and a Lotus 1-2-3 spreadsheet. Now they can delete each rocket from the inventory as they use it, and keep a balance between the number of forceful Japanese rockets and delicate Chinese projectiles, using spreadsheet formulas to keep track of the weight and thrust of each rocket as the show progresses.

Can you imagine the military in combat cancelling an artillery barrage because their spreadsheet diskette failed, and they would have to wait six weeks for Lotus to mail them a backup?

Watch for artificial intelligence, and particularly expert systems, over the next few years to begin crowding spreadsheets for the number one spot.

AUGUST MEETING HIGHLIGHTS

Reported by
Joseph S. Kennedy

The meeting was again held at the Mountain Lakes High School as will the September meeting for the ATARI SAFARI. Scott Brause conducted the question and answer period. Bill Martin opened the meeting with a eulogy for Frank Pazel and a letter of thanks to the group from Frank's family.

As can be seen on the back page of the newsletter several changes have taken place. Dave Noyes has agreed to take over the job of Newsletter Editor. Scott Brause has had to resign his Vice Presidency as he is going to commercial pilots school in Florida (though he will fly up to Jersey for the monthly meetings as part of his homework). Bill appointed Joe Kennedy to replace Scott. Bill covered the latest scant news on the world of Atari. Seems we're in the summer doldrums.

Eli "Chipmunk" Tomlison demoed Blazing Paddles and Mr. Fuzz for us. Blazing paddles is a graphics painting program that seems to have included much of the best from all the programs that preceded it. It appears to be very similar to RAMbrandt. Mr. Fuzz is a program that claims to write fuzzy sectors to a disk. Eli was unable to produce a fuzzy sector at all with this program and suggests use of the disks for a frizbee game.

Mary Russomano demoed Italian and Teammate. Italian uses english sound alikes to reinforce the pronunciation and meaning of the Italian words. Teammate is Lotus 1-2-3 for the Atari. A combination of word processor, spreadsheet and data base.

Carly Kennedy demoed "Serf City", a game from the defunct Home Computer magazine, that she had used for a project in social studies when studying medieval times. Carly didn't point it out at the meeting but I have it on good authority that she got a 4.0++ for her presentation in social studies.

Dave Noyes demoed Home Shopper and Home Inventory. Another two examples of magazineware that can be had for the price of a magazine and a few hours typing (or downloading if you have the problems Dave did) and make your Atari even more worthwhile to you.

```
*****
*           J           *
*GIVE A BIT!!*
*           C           *
*           G           *
*****
```


Bob Mulhearn presented two 80-column in software word processors - The Richman's Word Processor and Omniview 80 Column. Of the two, Richman produced readable letters on the projection TV, and you don't need a hardware modification as you would to use the Omniview version.

Two pieces of software were raffled off thanks to the generosity of Art Leyenberger. Thanks Art! And thanks to all those who presented software at the meeting.

GIVE A BIT!!

The Program Store
Tom Pluck - JACG

We all have our favorite computer store, right? Gemini, Software Spectrum, and others; well, if Willowbrook Mall isn't too far out of your way, then The Program Store is a good place to visit (by the way, I am in no way affiliated with the place). They have a good Atari selection, and their ST selections are getting better. They always have Antic in stock (with or without disk) and usually have plenty of the most popular printer ribbons.

cont. on pg. 11

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Modifications To Print Tool Version 9.0

A Print Utility Originally Written
by Charles F. Johnson

Modifications For CTI Printer

by Bruce D. Kolber - JACG

The following changes will enable CTI printer owners to use Print Tool Version 9.0, a versatile print utility written by Charles F. Johnson and available in Public Domain (Compuserve, Etc.).

Add line 321 to original program.

321 IF MODE=4 AND INL>80 THEN SPLIT=N1:TEMP=IN0(81):IN0=IN0(1,80):INL=80

Change lines 570,810,1090,1160,1370

570 CLOSE #N2:OPEN #N2,8,NO,"P":? #N2;CHR\$(27);CHR\$(78);CHR\$(5);LF#
810 IN0=DIR\$ POSITION N2,11:TRAP 1470:CLOSE #N2:OPEN #N2,8,NO,"P":?
#N2;CHR\$(27);CHR\$(65);CHR\$(8);:GOSUB 300
1090 ? " 3...80 Column Medium "? " 4...Column Large "

NOTE:LINE 1090 SHOULD BE IN INVERSE BETWEEN QUOTES LIKE ORIGINAL!

1160 IF CHR\$(K)="" THEN PS#="80 Col. Large":BR=75

1370 ? "Printing...Press ESC to ABORT.":CLOSE #N2:OPEN #N2,8,NO,"P":?
#N2;CHR\$(27);CHR\$(78);CHR\$(5);

Your modified Print Tool will now print listed programs in four different formats on a CTI (BMC type) printer.

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Atari ST Software Review

Eli Tomlinson - JACB

Winter Games
Epyx
\$39.95

Leader Board
Access Software
\$39.95

Although it seems a little late in time, I just recently got a chance to play some of the games written for the Atari ST. I must begin by saying that I was very impressed. The first program I tried was **Winter Games** by Epyx. It probably has the best graphics of any game I have ever played. The backgrounds are done with great detail, and the animation is excellent. **Winter Games** is a great demonstration of what the Atari ST computers are capable of. The game itself is also great fun to play. **Winter Games** consists of six events: bobsledding, ski jumping, figure skating, free style skating, hot dog, and the biathlon. The game can be played with one to eight players, and each player can represent one of a variety of different countries. The game also allows you to compete in, or practice, any single event. **Winter Games** also keeps track of world records, which are the best scores in each of the events. So far I haven't grown tired of this one. It is a lot of fun to compete with a whole bunch of friends, or just sit back and play a single event until you can break the current world record. If you like arcade games at all, I think you will be very impressed with **Winter Games**.

The next game I tried was **Leader Board** by Access Software. **Leader Board** is a golf game that was originally written for the Commodore 64. This game also features excellent graphics, and is a great improvement over the Commodore version. Golf is not the type of topic that would normally interest me in a game, but **Leader Board** is done so well that it is another new favorite. The screen is a three dimensional view, with the golfer at the bottom of the

screen, and the course stretched out in front of him. You are told how far away the flag is, and can usually see where the flag stands. Occasionally the flag will be hidden by some trees. You play by selecting your club based on the distance of the flag and lining up your shot. You then hold down the mouse button to select how much power you are going to use. You then have to time pressing the button again to determine whether your shot will hook, slice, or go straight. **Leader Board** features trees, sand traps, rough, hills, water, and wind as obstacles in your attempt to play the course under par. You can choose from three levels of difficulty. Overall, the game is extremely enjoyable to play, except that there is one catch. It is almost impossible to load. Access Software decided to protect against illegal copying of their product by including a security key which must be plugged into port two of the ST. Unfortunately, the program doesn't seem to recognize that it is there most of the time. It usually took me six or seven tries before the program would load. Even once this was accomplished, **Leader Board** would crash in the middle of the game. It is possible that I got a defective security key, but sometimes **Leader Board** would work fine. In any case, this is the only problem I can find in an otherwise super program. I hope that if my problem is a common one, they correct it quickly.

Both **Winter Games** and **Leader Board** are high quality software programs that are better on the Atari ST than any of the other computers. I hope this trend continues because I am looking forward to some of the programs expected to come out for the Atari ST such as **Flight Simulator**. I also have yet to see some of the other games for the Atari ST, such as **Hacker II**, **Major Motion**, and **Time Bandits**.



NOISE from NOYES
-Recent Acquisitions-
Worth the Price?

D.B. Noyes - JACG

Never having been one to be profusely exorbitant in the expenditure of hard-earned \$\$\$ (moola, buckaroos, semolians, bread, etc.), I am forever in search of the ultimate bargain(s). Having read in another newsletter (you'd be surprised at what you can learn [check them out in the lobby prior to a JACG meeting]) that a new ATARI 1027 Printer was purchased from a SEARS on the West Coast for around \$28.00, I decided to go on a quest to our local SEARS store(s). For \$200.00 I ended up with three 130XE's, one 800XL, one 600XL, one 1050 Disk Drive, one 1027 Printer and one 1010 Program Recorder. Yes folks, there's gold in them thar hills! What's more, you can negotiate! You see, SEARS in their infinite wisdom (?), dropped ATARI ("It's only a game machine and didn't COMODORE buy them out?") and now pedal you-know-who and FRANKLIN; but hidden away in many a SEARS stockroom is (I knew you'd guess it) ATARI!

Closer to home, folks, just look around the lobby prior to any JACG meeting. Vendors with some excellent buys, and members with all description of good ATARI goods for sale (miss the meeting, miss the bargains!), anywhere between \$5 to \$15 seems to 'scoop' up good original software with the appropriate documentation.

Check out this (and all) JACG newsletters. Advertisers often give JACG members special discounts. ANALOG and ANTIC magazines, ATARI dedicated and highly recommended, are loaded with advertisements (bargains galore!). My 1020 Plotter was mail-ordered for \$29.95; and I've seen the AVATEX 1200 modem for as low as \$79.95. Just remember Noyes' six cardinal rules of ATARI bargain-hunting:

- 1) List price is a starting point only.
- 2) Cheap is OK.
- 3) "I saw it cheaper at..."
- 4) Negotiate.
- 5) Be patient.
- 6) Negotiate.

Next in NOISE from NOYES:

???



ERRATA

In the index of the August issue of the Newsletter, I am incorrectly identified as the author of "Atari Forth Lives". Credit should have been given (and was so in the article itself) to D. Forbes. I sure that the readership was able to pick that up without this note...after all, I wouldn't know Forth from a fifth!

ed.

FOR YOUR
INFORMATION

As gleaned from CompuServe and Z-Mag
courtesy of The Syndicate BBS

Twelve of the industry's leading software developers and the Software Publishers Association (SPA) announced today that they have taken direct action by closing down a notorious pirate BBS system located in Cincinnati, Ohio.

The "Star Chamber" bulletin board system had more than 40 megabytes of Atari 8-bit and ST software, with many hundreds of copyrighted titles available. The twelve publishers, all of whom publish Atari ST software, are:

Antic Software
Batteries Included
Digital Research
Hippopotamus Software
Infocom
Megamax
Michtron
Procopy Quickview Systems
Quantum
Microsystems
Regent Software
Xlent Software

The closing today of a major illegal BBS system through a joint effort of concerned publishers is only the first of several similar actions anticipated. In a joint statement issued by the group a commitment was made to aggressively root out similar law-breakers as they are found. "The days are over when someone can illegally transmit copyrighted software via BBS systems," said Mark Skapinker of Batteries Included. "We're all fed up with tolerating theft of our products and we intend on going after these scoff-laws aggressively," said Gordon Monnier of Michtron.

As a follow-up to this success the companies involved are discussing the creation at the Fall Comdex 1986 of a permanent watch-dog group to make it clear to pirates that their days are numbered.

For further information contact:

Gordon Monnier, Michtron
(313) 334-5700

Mark Skapinker, Batteries Included
(416) 881-9941

Gary Yost, Antic Software
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Ken Wasch, Software Publishers Association
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=====

Take a moment and look at your mailing label on a recent issue
of the JACG newsletter. Check the bottom right hand corner
following "Last Issue:". This is the month/year when your
membership expires. Try to renew at least one month early. This
helps us keep our book keeping in order and avoids your missing
any issues of the newsletter.

There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before
our monthly meeting and present it with \$20 (in cash or check) to
the Treasurer. Add \$6 for first class mailing of the newsletter.
2. Copy the information on your mailing label and send, with
your remittance, to:

Joseph Kennedy, Membership Chairman
126 Jupiter Street
Clark, NJ 07066

>>>CHECK YOUR LABEL<<<
>>>TODAY!<<<

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TRADING POST

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Trading Post is a service for JACG members who
wish to sell or swap items of any type. There is
no charge for this service. Material must reach
the Editor by the 20th of the month to be
considered for inclusion in the following month's
Trading Post. No commercial services or items
will be accepted.

>>>>>>>><<<<<<<<<

WANTED: Child-resistant ATARI 400
will pay up to \$20.00 see
Bill Martin Pres. JACG

 # J A C G #
 # #
 # JERSEY ATARI COMPUTER GROUP #
 # #
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 # #
 # PINE BROOK, NEW JERSEY 07058 #
 # #
 #####

 # BULK RATE #
 # U.S. POSTAGE #
 # PAID #
 # PINE BROOK, NJ #
 # PERMIT #56 #
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12/31/86 3RD CLASS

B.S. SEIP
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JACG NEWSLETTER - VOLUME 6, NUMBER 1

September 1986

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